HOW TO PLAY IMPACT

GETTING STARTED

Power up your computer normally. Then type **RUN"IMPACT"** and press **Enter**.

The object is to demolish the wall on each screen - there are 80 in all. After every tenth screen a password is displayed - use the passwords to skip screens that you have already conquered.

You can play using a joystick or the computer keyboard. Press **Enter** to start the game on the first screen, or enter a password (if you know it) to start at another screen.

If you play using the keyboard you can use the default keyboard controls or define your own choice of keys by selecting option (2) from the menu. The default keys are **Z** and **X** (tape version) or cursor left and right (disk version) to move the bat left or right, and **Space** to fire. **Enter** is used to select a weapon, **P** to pause the game, and **ESC** to end the current game.

Press **Fire** to launch the ball (after 2 seconds the ball will launch automatically). Use the joystick to move the bat left and right to hit the ball against the wall. If you miss the ball you lose it - you start the game with five. Whenever the ball is caught on the bat you can adjust its position by pulling the joystick back.

Most bricks are destroyed with a single hit from the ball, but some need to be hit more than once, whilst others are indestructible. On certain screens you will encounter invisible bricks.

ALIENS

Various alien life forms move about the screen as you play. Although they are not harmful, they can interfere by deflecting the ball. On some screens the aliens drop small yellow stun bombs - if one of these hits the bat it is paralysed for a short time. Aliens are destroyed on contact with either the bat or the ball. Each alien destroyed scores 100 points.

TOKENS AND WEAPONS

Some bricks contain yellow tokens which can be used to purchase weapons - so catch them if you can. Any tokens unspent at the end of a screen score 1000 points each (maximum 9000 points). The nine available weapons are represented by icons, and a white square indicates the weapon currently available for purchase (this depends how many unspent tokens you have). Press the select key, or pull the joystick back to buy it.

Slowdown - 1 token

Reduces the speed of the ball to 75% of its current speed. Can be selected more than once if you collect more tokens.

Magnet - 2 tokens

Allows you to catch the ball and hold it (for about 2 seconds).

Divide - 3 tokens

Splits the ball into three.

Wide - 4 tokens

Enlarges the bat.

Torch - 5 tokens

Lights up invisible bricks.

Laser - 6 tokens
When selected you can fire laser bolts by pressing the fire button. Beware, some bricks reflect laser bolts back onto the bat.

Smart bomb - 7 tokens
All aliens are removed from the screen and do not reappear for 30 seconds.

Missile - 8 tokens
Up to three missiles can be launched, one at a time, by pressing the fire button. Missiles can destroy multi-hit bricks with a single hit and pass through, but not destroy, indestructible bricks.

Force ball - 9 tokens
The ball glows red, and becomes immensely powerful, allowing it to smash through bricks and aliens without being deflected.

All weapons other than *torch* are lost when you lose a ball, or at the end of the screen. Some cannot be used together, e.g. *laser* and *missile* or *magnet* and *divide*.

BONUSES
An extra ball is awarded after 50,000 points have been scored, and for every 50,000 points thereafter. On some screens you can gain a bonus by destroying, in order, bricks marked with the letters B-O-N-U-S.

STOPPING THE GAME
You can abort the game by pressing **ESC**. Press **P** to pause the action; press any other key to restart.

DESIGNING YOUR OWN SCREENS
There are 10 user-definable screens (81-90); the password for screen 81 is *user*.

The screen designer has a built-in help screen - press **Tab** whilst the outline cursor is in the playing area. Use the cursor keys to move around the screen and press the space bar to draw a brick in the currently selected colour. **Z** and **X** move the colour pointer; for invisible bricks select the shaded block.

The points scored for destroying a brick depend on the colour, and vary between 10 and 150 points. Press **M** to make a brick multi-hit, **I** to make it indestructible, or **R** to make it reflect lasers. Press **B**, **O**, **N**, **U** or **S** to draw a bonus brick or **D** to delete any brick.

There are various additional parameters that need to be defined for each screen - move the cursor to the list of parameters on the right. Hold down the space bar, then use **Up** and **Down** to change the parameter values:

INITSPD	the initial speed of the ball, 0 to 15
MAXSPD	the maximum allowable ball speed on this screen, in the range 0 to 15
ACCEL	the acceleration of the ball, 0 to 8
ALIEN 1-4	there are 4 alien types; up to 6 aliens in total are allowed on any screen
BOMBS	the rate at which aliens drop stun bombs, 0 to 8
TO KILL	the number of times a multi-hit brick must be hit before it is destroyed
TOKENS	the number of tokens hidden in bricks

Press **0** to **9** to change screens. When you have finished designing your screens you can save them by pressing **W** (for write). Previously saved screens can be loaded if you press **L**. Enter a filename of no more than 8 letters. To exit from the designer press **ESC** whilst the cursor is inside the playing area.